

FIG. 1

17

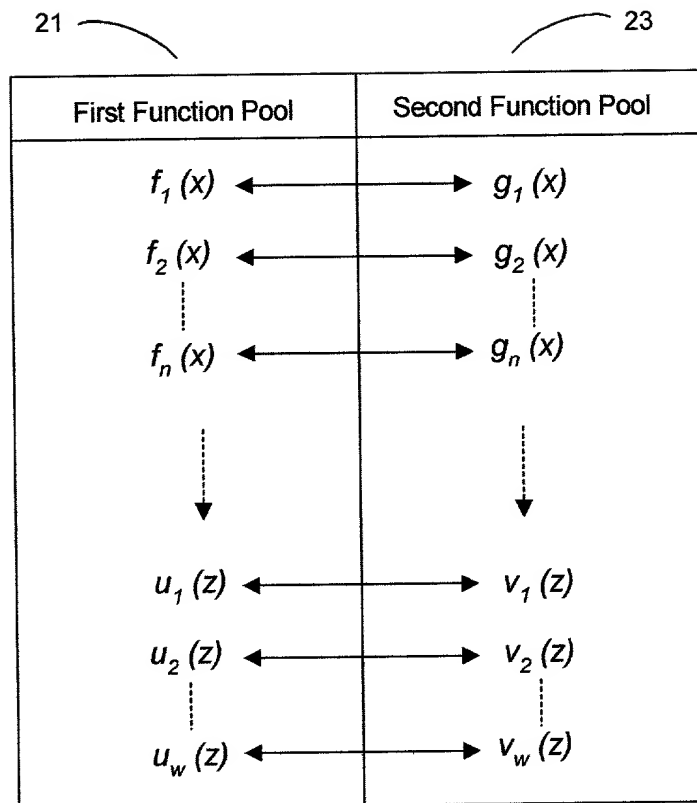


FIG. 3

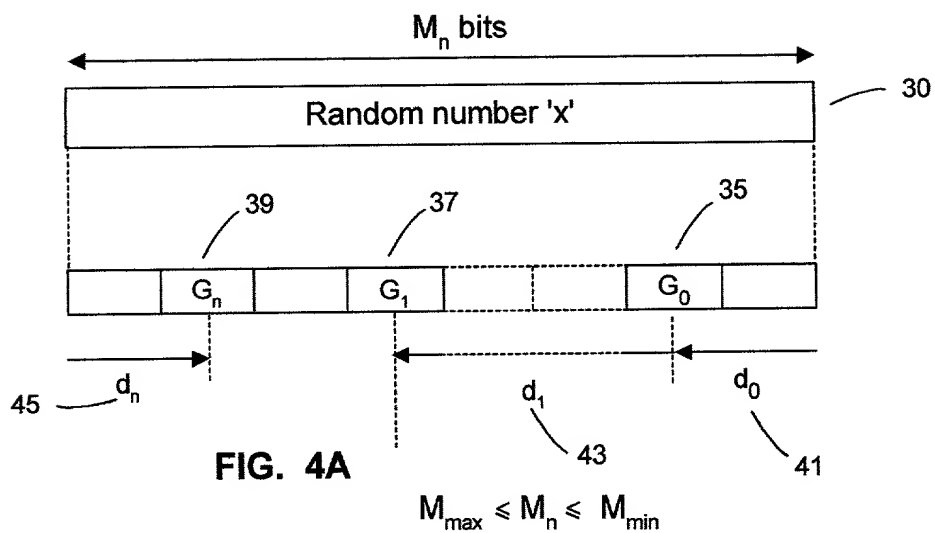


Table for  $M_n$

Binary Group number $G_n \dots G_1 G_0$	Bit number	Bit position
0	$b_0$ $b_1$ $b_2$ $\vdots$ $b_k$	$x_0$ $x_1$ $\frac{L}{2}, \frac{L+1}{2}$ $\vdots$ $x_k$
1	$b_0$ $b_1$ $b_2$ $\vdots$ $b_p$	$y_0$ $y_1$ $y_2$ $\vdots$ $y_p$
$\vdots$	$\vdots$	$\vdots$
m	$b_0$ $b_1$ $b_2$ $\vdots$ $b_q$	$z_0$ $z_1$ $z_2$ $\vdots$ $z_q$

FIG. 4B



Binary value $b_k \dots b_2 b_1 b_0$	Sequence of Functions performed
0	$f_1(x)$ $f_2(x)$ $\vdots$ $f_n(x)$
$\vdots$	$\vdots$
$\downarrow$	$\downarrow$
K	$u_1(x)$ $u_2(x)$ $\vdots$ $u_w(x)$

FIG. 6

117		118	
Binary value $b_e \dots b_2 b_1 b_0$		Total number of times functions performed ( $N_T$ )	
1	→	17	
2	→	13	
3	→	25	
4	→	16	
⋮		⋮	
$B_z$	→	$N_y$	

FIG. 7

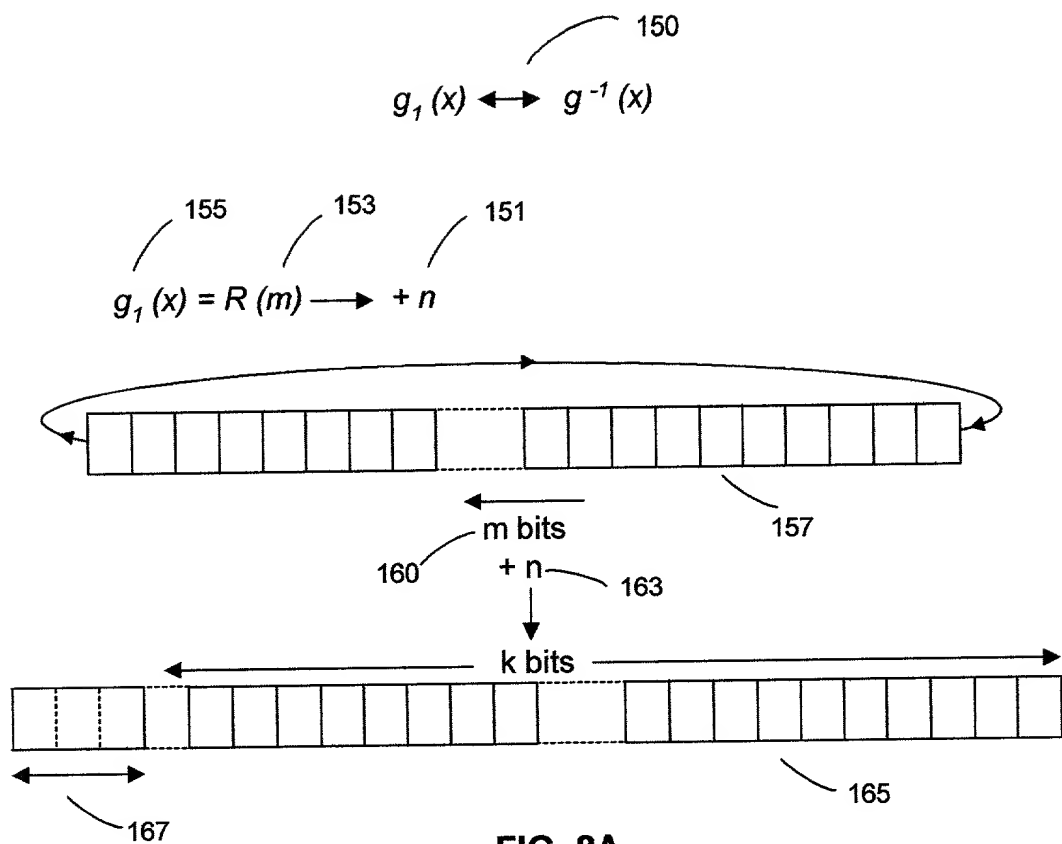


FIG. 8A

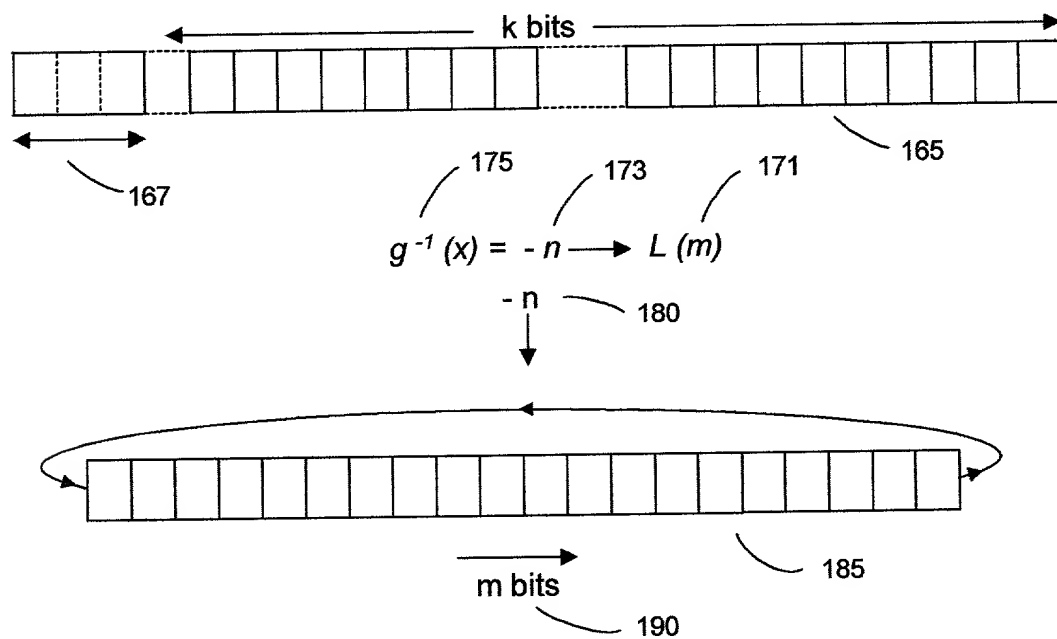


FIG. 8B



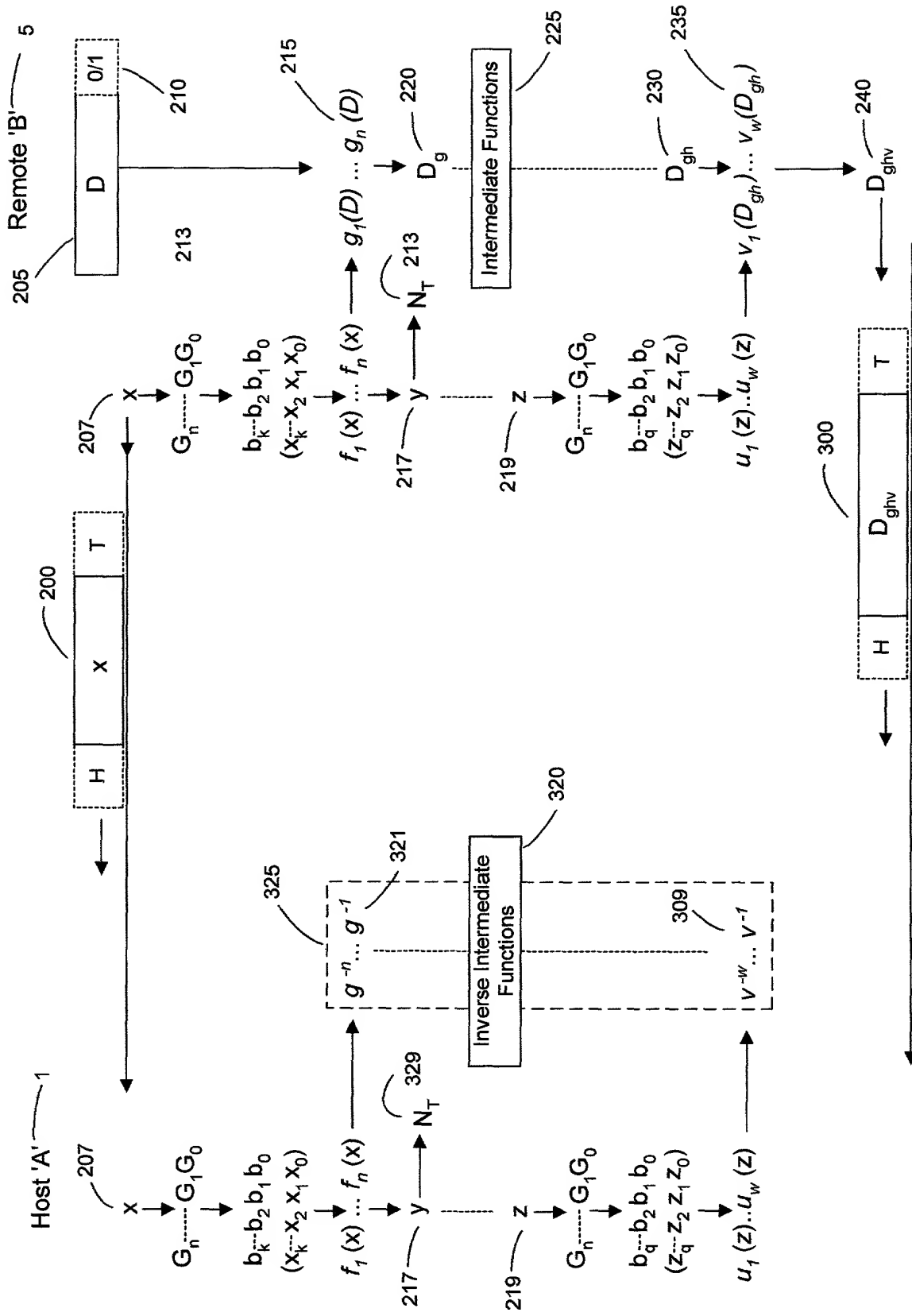


FIG. 9



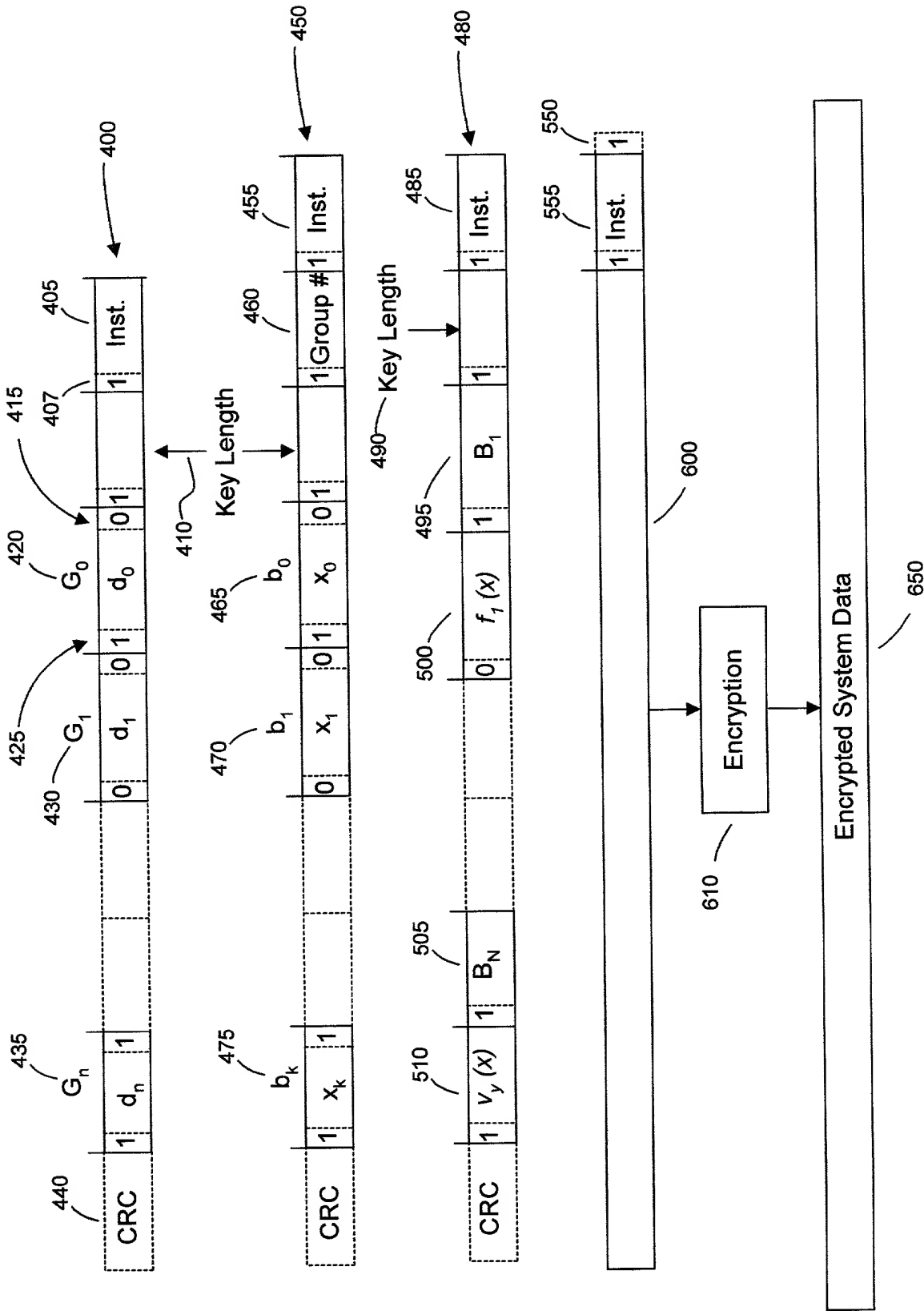


FIG. 11

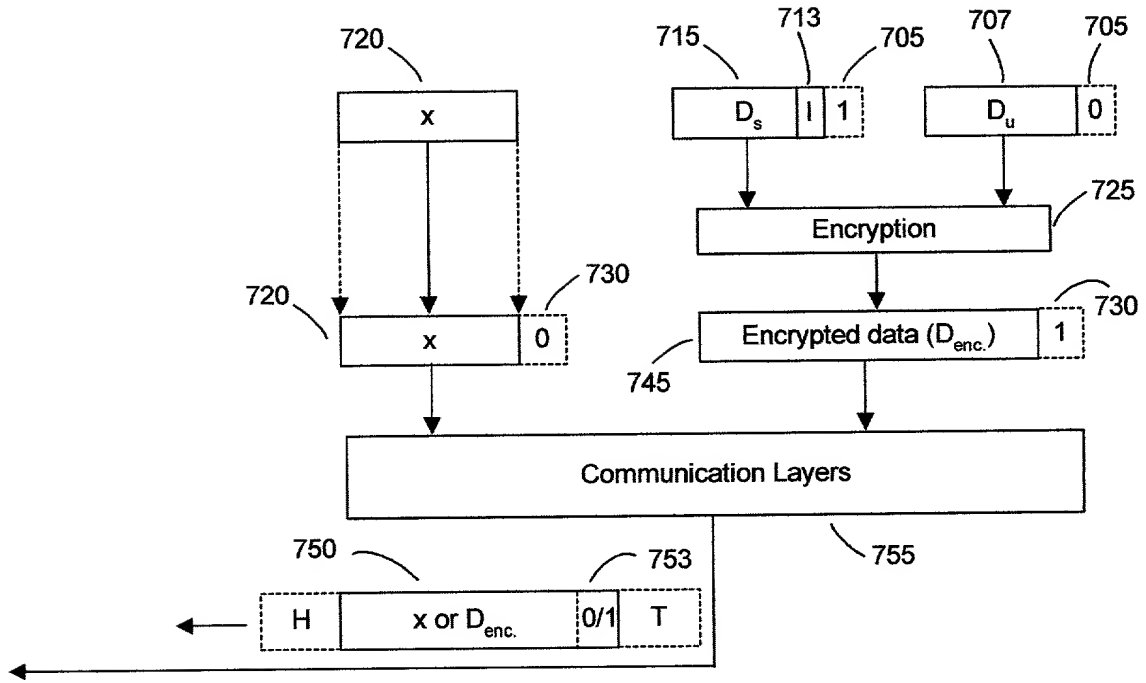


FIG. 12A

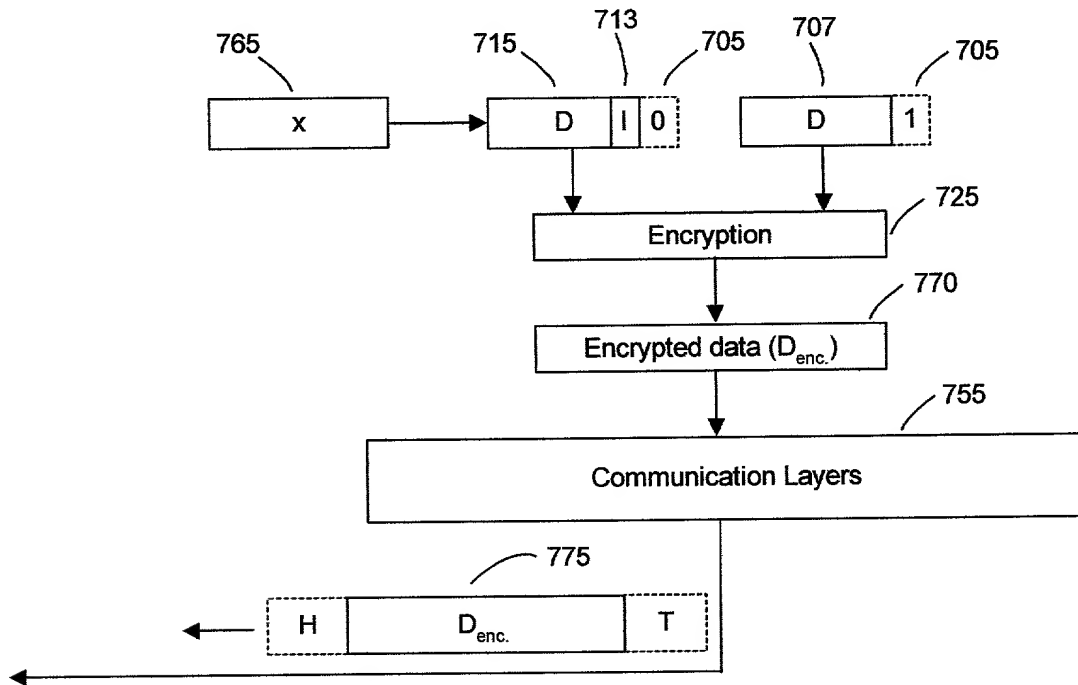


FIG. 12B

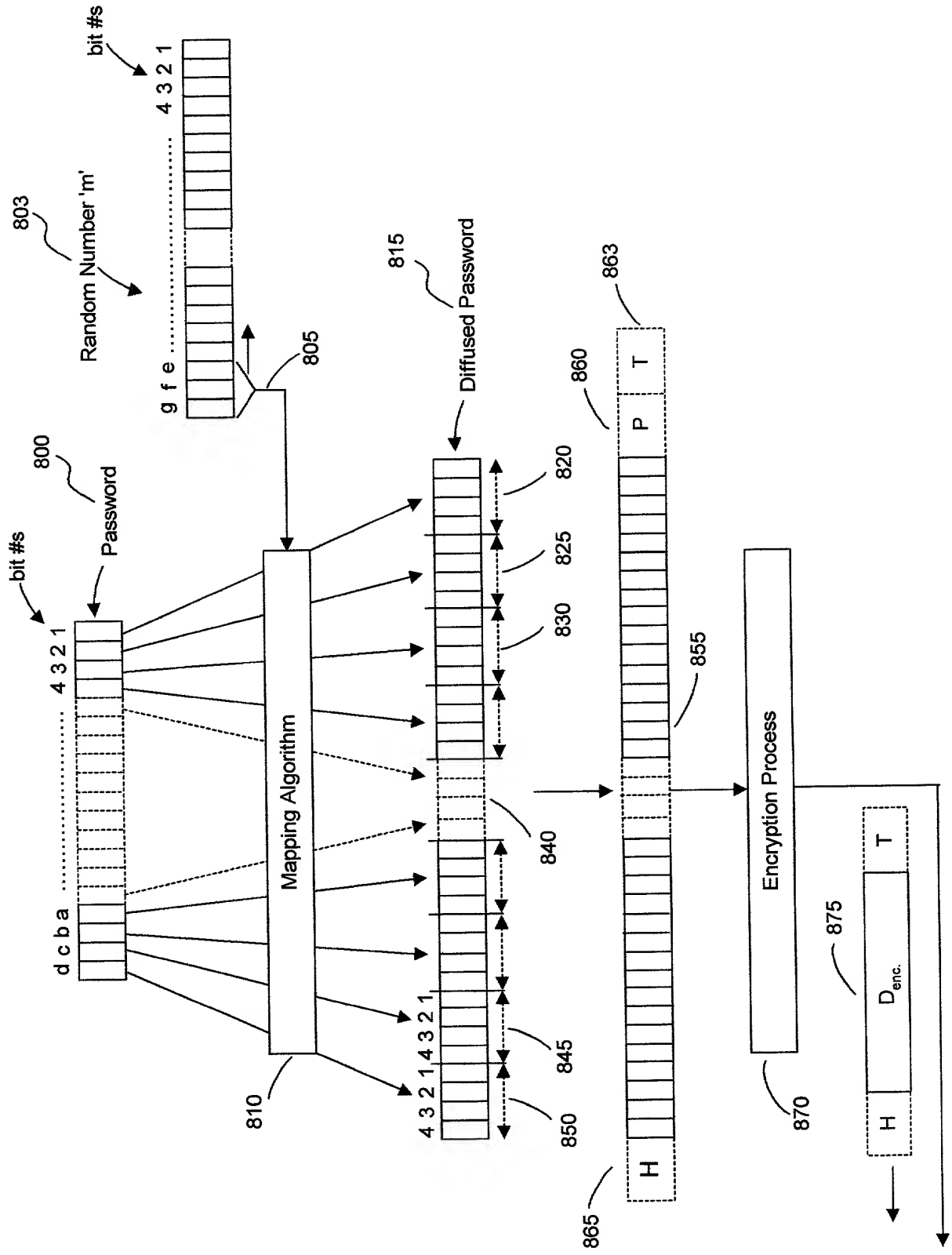


FIG. 13

**Table for Mapping Algorithm**

Current bits positions in the Random number 'z'			Mapped position of the 'k' bit in the 4-bit nibble							
w = 0			v	u	bit #s	4	3	2	1	
			0	0		k	x	x	x	
			0	1		x	k	x	x	
			1	0		x	x	k	x	
			1	1		x	x	x	k	
w = 1			v	u	bit #s	4	3	2	1	
			0	0		k	x	x	x	
			0	1		k	k	j	x	x
			1	0		k	k	j	i	x
			1	1		k	k	j	i	h

**FIG. 14**